CLAIMS

What is claimed is:

 A machine-readable medium including machine-readable instructions that, if executed by a computer system, cause the computer system to perform a method comprising:

broadcasting a gaming invitation from a host;

enabling the host to play a first game with an invitee in response to the invitee accepting the gaming invitation; and

enabling the host to accept or reject a request to join the first game from a crasher.

- 2. The medium of claim 1, wherein the method further comprises transferring host privileges to the invitee in response to the host signing off.
- 3. The medium of claim 1, wherein the method further comprises determining if a second game is in progress in response to the invitee rejecting the invitation.
- 4. The medium of claim 3, wherein the method further comprises requesting to join the second game in response determining that the second game is in progress.
- 5. A system comprising:
 - a processor to execute a game;
 - a display to provide video feedback associated with the game; and

- a memory region including instructions that, if executed by the processor, cause the system to transfer a host privilege from a host to a player in response to the host signing off the game.
- 6. The system of claim 5, wherein the host privilege includes a right to accept or reject a request from a crasher to join the game.
- 7. A machine-readable medium including machine-readable instructions that, if executed by a computer system, cause the computer system to perform a method comprising:

determining that a game is in progress; and joining the game if a host of the game accepts a request to join the game.

- 8. The medium of claim 7, wherein the method further comprises determining that the game is in progress in response to broadcasting a gaming invitation.
- 9. The medium of claim 8, wherein the method further comprises re-broadcasting the gaming invitation in response to the host rejecting the request.
- 10. The medium of claim 8, wherein the method further comprises sending the request to join the game in response to broadcasting the gaming invitation.

- 11. The medium of claim 7, wherein the method further comprises sending the request to join the game in response to broadcasting a gaming invitation.
- 12. A system comprising:
 - a processor to execute a game; and
 - a memory region including instructions that, if executed by the processor, cause the system to enable a user to accept or reject a broadcast gaming invitation from a host computer according to a predefined condition.
- 13. The system of claim 12, wherein the predefined condition includes a time of day.
- 14. The system of claim 12, wherein the predefined condition includes a type of the game.
- 15. The system of claim 12, wherein the predefined condition includes an identity of the host computer.
- 16. The system of claim 12, wherein the predefined condition includes a configuration of the host computer.
- 17. The system of claim 12, wherein the predefined condition includes a location of the system or a location of the host computer.